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1 [A gentle introduction to bilateral filtering and its applications](#)



Sylvain Paris

August 2007 SIGGRAPH '07: ACM SIGGRAPH 2007 courses

Publisher: ACM

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- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission.

<http://doi.acm.org/10.1145/383259.383310> - Fast bilateral filtering for the display of high-dyne range ...

2 [Protected interactive 3D graphics via remote rendering](#)



David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Crocchia, Paolo Cignoni, Roberto Scopigno

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Papers

Publisher: ACM

Full text available: [pdf\(368.19 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 134, Citation Count: 5

Valuable 3D graphical models, such as high-resolution digital scans of cultural heritage objects, require protection to prevent piracy or misuse, while still allowing for interactive display and manipulation by a widespread audience. We have investigated ...

Keywords: 3D models, digital rights management, remote rendering, security

3 [Exploiting perception in high-fidelity virtual environments](#)



Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: [pdf\(5.07 MB\)](#) [mov\(68:6 MIN\)](#) Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 277, Downloads (12 Months): 1646, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered v building high-fidelity 3D engaging shared virtual environments. The principles of human percept guide important development of algorithms and techniques ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

#### 4 [Real-time shading](#)



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available: [pdf\(7.39 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 103, Downloads (12 Months): 734, Citation Count: 1

Real-time procedural shading was once seen as a distant dream. When the first version of this c was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardwa by combining the effects of tens to hundreds of rendering ...

#### 5 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aa Lefohn  
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available: [pdf\(63.03 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 241, Downloads (12 Months): 1458, Citation Count: 3

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex ...

#### 6 [Level set and PDE methods for computer graphics](#)



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker  
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available: [pdf\(17.07 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 184, Downloads (12 Months): 1165, Citation Count: 4

Level set methods, an important class of partial differential equation (PDE) methods, define dyn surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

#### 7 [Protected interactive 3D graphics via remote rendering](#)



David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Crocchia, Paolo Cignoni, Roberto Scopigno  
August 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 3  
Publisher: ACM

Full text available:  pdf(368.19 KB)

Additional Information: full citation, abstract, references, cited by, index term

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 134, Citation Count: 5

Valuable 3D graphical models, such as high-resolution digital scans of cultural heritage objects, require protection to prevent piracy or misuse, while still allowing for interactive display and manipulation by a widespread audience. We have investigated ...

Keywords: 3D models, digital rights management, remote rendering, security

## 8 Modern approaches to augmented reality




Video files associated with this course are available from the citation page

Oliver Bimber, Ramesh Raskar

August 2007 SIGGRAPH '07: ACM SIGGRAPH 2007 courses

Publisher: ACM

Full text available:  pdf(46.17 MB)

Additional Information: full citation, appendices and supplements, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 229, Downloads (12 Months): 1424, Citation Count: 0

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software ...

## 9 interactions: Volume 15 Issue 1



January 2008 issue Volume 15 Issue 1

Publisher: ACM

Full text available:  pdf(9.79 MB)  digital edition Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 24, Downloads (12 Months): 252, Citation Count: 0

## 10 Queue: Volume 6 Issue 3



May 2008 issue Volume 6 Issue 3

Publisher: ACM

Full text available:  pdf(5.56 MB)  digital edition Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Citation Count: 0


## 11 Self



David Ungar, Randall B. Smith

June 2007 HOPL III: Proceedings of the third ACM SIGPLAN conference on History of programming languages

Publisher: ACM

Full text available:  pdf(1.70 MB)

Additional Information: full citation, appendices and supplements, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 67, Downloads (12 Months): 455, Citation Count: 0

The years 1985 through 1995 saw the birth and development of the language Self, starting from design by the authors at Xerox PARC, through first implementations by Ungar and his graduate students at Stanford University, and then with a larger team ...

**Keywords:** Self, adaptive optimization, cartoon animation, dynamic language, dynamic optimization, exploratory programming, history of programming languages, morphic, object-oriented language, programming environment, prototype-based programming language, virtual machine

12 Queue: Volume 6 Issue 2



March 2008 issue Volume 6 Issue 2

Publisher: ACM

Full text available: pdf(7.96 MB) digital edition **Additional Information:** [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 24, Downloads (12 Months): 24, Citation Count: 0

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